PLAY WITH THE PROS

SUPER NINTENDO ENTERTAINMENT SYSTEM

ONE OR TWO PLAYER

ROGER CLEMENS' MVP BASEBALL

Feel the heat as 3-time Cy Young Award-winner Roger *"The Rocket"* Clemens brings home the best in Super NES™ baseball action!

Step up to the plate for a full season of baseball action

Over-the-shoulder fielding: the most realistic perspective ever

GEORGE FOREMAN'S KO BOXING™

You're Big George Foreman - *The People's Champion* - and you've got an appetite for big action that only KO BOXING can satisfy!

Jabs, uppercuts, hooks and devastating power punches

Computer "judge" tracks every staggering blow

ALL-STAR CHALLENGE

Downtown or in the paint, take on 27 of the NBA's hottest stars in the slammin', jammin' One-On-One competition. Five exciting ways to win!

Take it to the hoop with One-On-One, H.O.R.S.E., 3 Point Shoot Out...

Free Throw Contest and an incredible NBA All-Star Tournament

Acclaim entertainment, inc.

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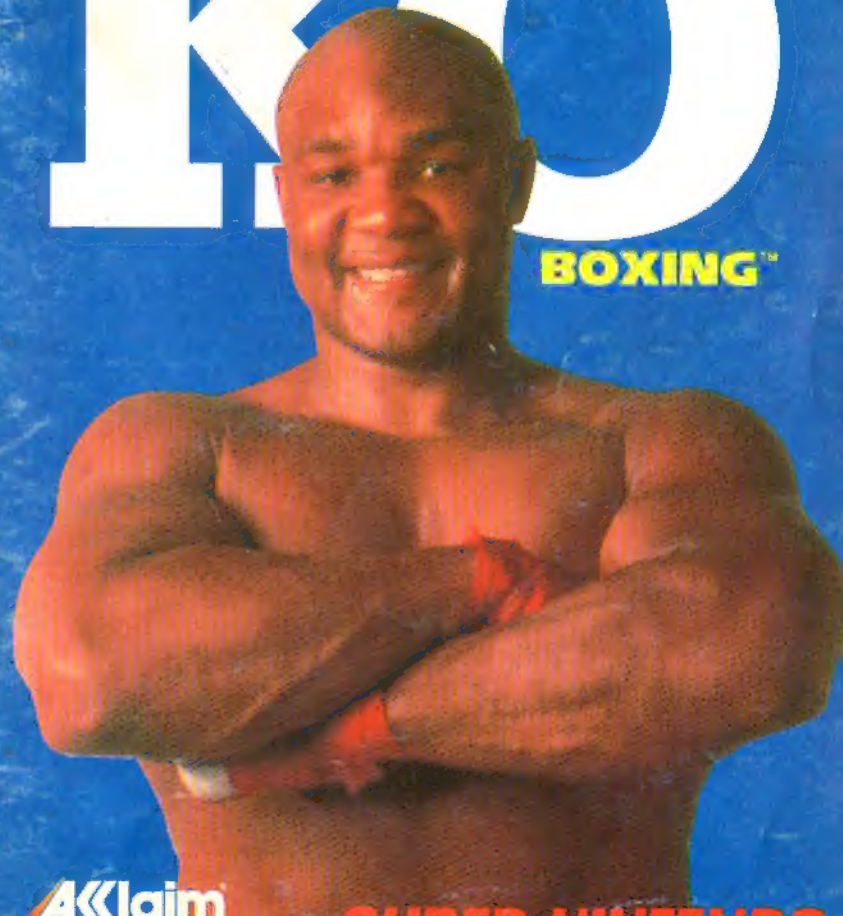
SNS-GK-USA

GEORGE FOREMAN'S KO BOXING™



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INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: Please read the enclosed consumer information & precautions booklet carefully before using your Nintendo Hardware system or Game Pak.

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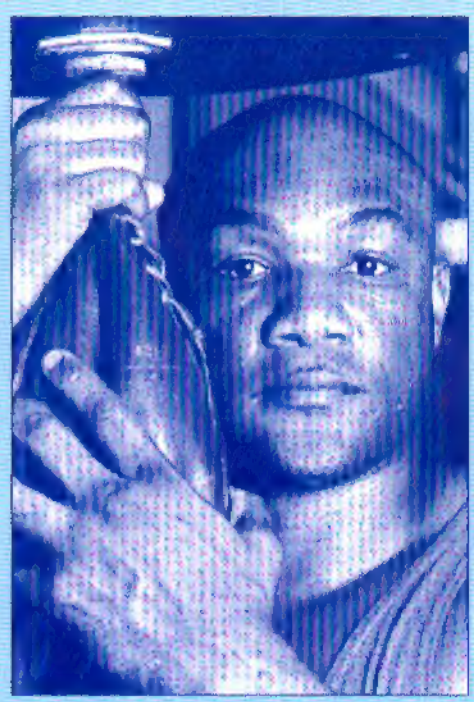
Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

A Heavyweight hero with an appetite for cheeseburgers and the World Heavyweight Boxing Title, George Foreman is back and winning like a true champion! The gregarious 251 lb. fighter has a heart of gold and a fist of granite. Several years ago, few odds makers would have bet on the Foreman comeback, after a ten-year retirement from boxing, but giant George continues to battle much younger opponents. He is formidable, with a wealth of experience and a powerful punch. The goliath Texan started out as a boy in a Houston street gang. He was a mean street fighter, but the first time he put gloves on, he was defeated by a skinny light-heavyweight. Despite his first boxing experience, George returned to the Job Corps fighting ring. And under the supervision of coach Doc Broaddus, he became their finest boxer, signing on for the 1968 Olympics. He won the gold medal. Foreman turned professional and at 24, he knocked out George Frazier for the Heavyweight Title. He lost the Title in 1974 to the incredible Muhammad Ali. Now he faces younger fighters with a new courage. He began his comeback with an impressive four-round knockout over Steve Zouski in 1987, and followed up with knockouts over Gerry Cooney and Adilson Rodriguez. In the fourth year of his return, Foreman's record is a stunning 26-1, bringing his lifetime boxing record to an astounding 71 wins, 66 knockouts, and 3 losses. No fighter in history can match his official record. Full of good humor, optimism, and junk food, the 43-year-old boxer is a powerhouse on his way to again capturing the Heavyweight Championship Belt!



LOADING INSTRUCTIONS

1. Make sure the power switch is **OFF**.

2. Insert the **GEORGE FOREMAN'S KO BOXING™** cartridge as described in the Super Nintendo Entertainment System® manual.

3. Turn the Power Switch to **ON**. If the screen is blank, turn the power off and re-check insertion.

IMPORTANT: The Super Nintendo Entertainment System should always be OFF when inserting or removing your Nintendo game cartridge.

NOTE: GEORGE FOREMAN'S KO BOXING is for one or two players.

PRE-FIGHT PREPARATIONS

At the title screen, press **START**. You will then be shown Options for starting a One Player Game, Two Player Game or using a Password to continue your pursuit of the Title where you left off the last time you played. Use the **DOWN** or **UP** arrow to make a selection and then press any button.

Note: Before choosing a TWO PLAYER game, make sure that you have set up your Super Nintendo Entertainment System with two controllers.

PASSWORD

Passwords are obtained by the player when a Title Belt is won. Be sure to write them down. A Password will allow you to continue your pursuit of the Title where you left off the last time you played.

You can choose **PASSWORD** from the Option Screen by hitting the DOWN arrow and then pressing **any button**. The **PASSWORD** screen will then appear. You will see twelve squares with numbers in a formation, with one square in the center of that formation.

Use the **ARROWS** on the directional pad of your controller to choose a square in which to enter the first number in your **PASSWORD**. Using the **L and R triggers** on top of the controller, change the number in the center square until it comes to the number that you wish to place in the outer square. Press the **B** button to enter your choice. Now move to the next square.

Do the same for each number in your **PASSWORD** until **ALL** the outer squares are complete. When you have completed your password, press **START** and the game will continue where you last left off.

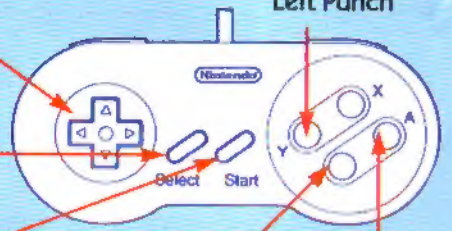
THERE'S THE BELL

Hint: For best game play, become familiar with the different control functions before you start playing.

CONTROL PAD
Moves your boxer from side to side. Also directs your punches and allows you to block.

Y BUTTON
(also **L** trigger)
Left Punch

SELECT
(also **B BUTTON**)
Delivers
Superpunch



START
Starts the fight.
(Pauses the fight in progress.)

B BUTTON
(also **SELECT**)
Delivers
Superpunch

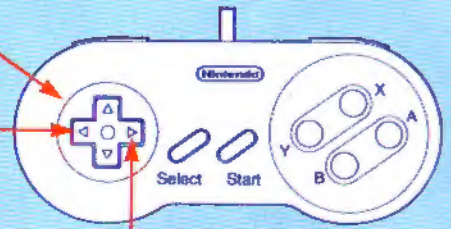
A BUTTON
(also **R** trigger)
Right Punch

OBJECT OF THE GAME. To defeat all World-ranked Heavyweight contenders, winning all three Championship belts to capture the Heavyweight Title of the World!

FIGHTING MOVES

CONTROL PAD
Allows you to dodge punches from your opponent.

LEFT ARROW
Dodge to the left.



RIGHT ARROW
Dodge to the right.

PUNCHES, BLOCKING and RECOVERY...

Y BUTTON.....Left Punch
A BUTTON.....Right Punch
B BUTTON.....Superpunch
UP ARROW and Y BUTTON...Left Cross
UP ARROW and A BUTTON...Right Cross
DOWN ARROW....Blocks a punch from your opponent

Note: You may prefer to use the Trigger buttons marked L and R at the top of your Controller to control the punches. These buttons give you faster finger action. (L Trigger= Y Button. R Trigger=A Button)

SUPERPUNCH...

Press **SELECT** (or **B BUTTON**) to deliver the Superpunch to your opponent. Superpunches are earned by striking your opponent with one of several combinations of punches. They are indicated by red boxing gloves in the upper left-hand corner of the fighting screen. **Hint: Used at the right moment, a SUPERPUNCH can have a devastating effect on your opponent.**

REFEREE'S COUNT...

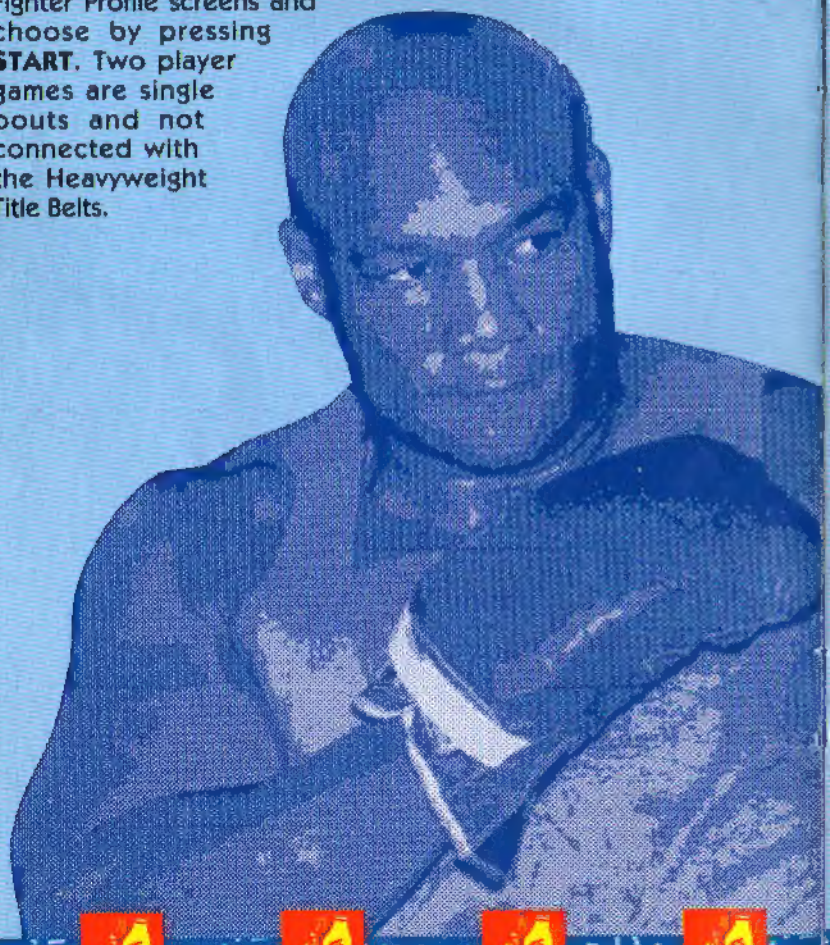
When a knockdown is scored the boxer will have until the count of 10, from the referee, to get up (see RECOVERY) and continue the fight.

RECOVERY...

When your opponent knocks you down, you **MUST** act quickly by repeatedly hitting the **Y and A** buttons or the **L and R** triggers on the top of your controller, in order to get up from the canvas and stay in the bout.

TWO PLAYER GAME

In a **TWO PLAYER** game, player 1 controls George Foreman. After choosing the **TWO PLAYER GAME** selection from the option screen, Player 2 can select the fighter of his choice by using the **LEFT** and **RIGHT** arrows on the Fighter Profile screens and choose by pressing **START**. Two player games are single bouts and not connected with the Heavyweight Title Belts.



THE MAIN EVENT

DAMAGE METERS...

The boxers' faces in the bottom corners of the screen are the Damage Meters and indicate how badly your fighter is hurt and how much damage your opponent has sustained. The more severe the damage a boxer sustains, the more his box shades over, twinkling when the boxer is in real trouble. Keeping an eye on the damage helps you determine who is ahead or more susceptible to a **KNOCKDOWN** or **KNOCK-OUT.**

TIME....

Located in the top-right of the screen, you will find the official time clock. It shows the time remaining in the round. Each round is three minutes long.

ROUND....

Displayed in the lower-center of the screen is the current Round number of the fight. There are only three rounds to each bout so get right to it! Don't save your best stuff for the later rounds.

SUPERPUNCHES...

If you've trained properly you'll always know to find your Superpunches in the upper left-hand corner of the fighting screen.

THE COMPETITION

Lorenzo "Bullet" Luciano
Profile: A veteran journeyman in the boxing world. Nicknamed "Bullet" for his lightning quick jabs and fast footwork. A tough, keen boxer who's been around.

Tommy "Tornado" Collins
Profile: Making first appearance since receiving severe punishment in his last fight.Tommy is determined to prove the critics wrong and show that he's a quality fighter.

Renko"The Boss" Fujioka
Profile: Young unorthodox fighter from the Far East who had a brilliant international amateur career He has good hand speed but up to now has lacked knockout power.

Sonny Joe Dukes
Profile: Not considered to be one of the greats in the heavyweight division. But like anyone his size he can put you down with one lucky punch.

"Earthquake" Harley
Profile: No one knows whether he got the nickname. "Earthquake" because of the power he possesses or because he's simply cracked. Watch out...

"Terrible" Turak
Profile: Turak used to be a professional wrestler but found it wasn't satisfying enough. He likes to knockout his opponents as his record shows, not just pin them.

Lance "The Sheik Borque
Profile: Lance is a real veteran of the sport who has fought all the great ones. Over the years he has developed a real mean temper which usually peaks when he's losing.

Eddy "The Pirate" Preston
Profile: "The Pirate" isn't much for small talk. He usually lets his fists speak for him. He's a tough, well trained boxer with his eye on the championship.

"Beautiful" Bobby Crane
Profile: Bobby is the pretty boy of heavyweight boxing. He's a successful model and actor who needs to keep his good looks. Don't damage his face he'll get real mad.

"Crazy" Miguel Valdez
Profile: Miguel comes from a family of circus trapese artists. They say he also does some crazy stunts in the air. So watch out for him in the ring.

"Irish" Tommy Morton
Profile: A seasoned boxer who fought his way out of the pubs in Ireland, Tommy has learned not to give in to anyone. It's usually his opponents who end up face down.

Tyrone "Madman" Mosely
Profile: Just as his nickname indicates, Tyrone is a real crazy character capable of doing anything at any time.

Larry "The Surgeon" Scott
Profile: Not only did he earn his nickname because of his surgical disposal of his opponents, but also because his cuts like a knife.

Ray "The Iceman" Armstrong
Profile: They call him "The Iceman because he shows no emotion or pain and he's cold and calculated in the ring. Ray is one of the best tactical boxers you'll come across.

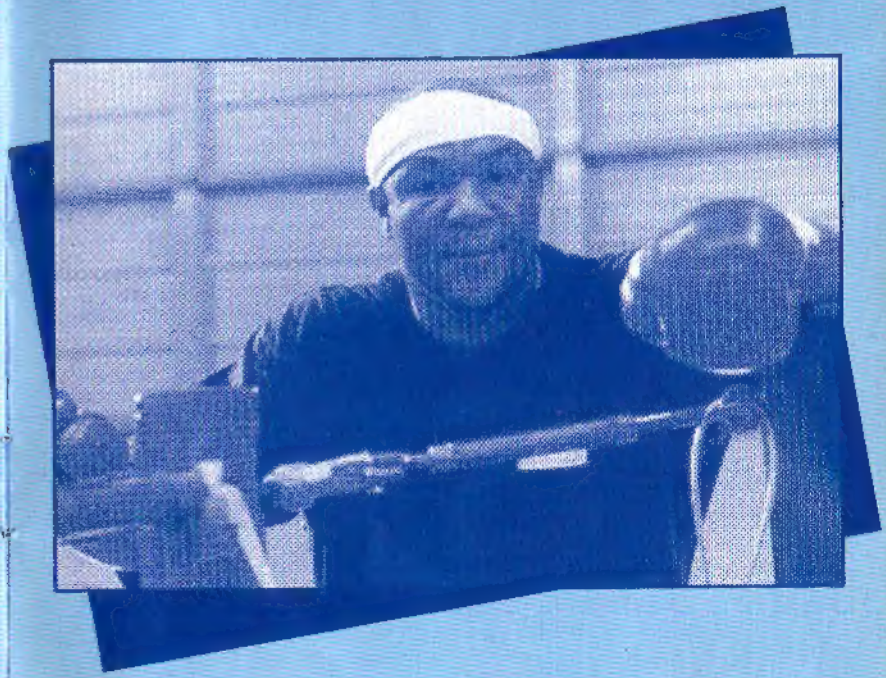
Richie "Mohawk" Morris
Profile: It's been quite a while since "Mohawk" tasted defeat and he doesn't plan on adding it back into his diet anytime soon.

THE WINNER AND NEW CHAMPION

KNOCKOUTS: Knock down your opponent 4 times in a fight and you win the bout.

TECHNICAL KNOCKOUTS: Knock down your opponent 3 times in a given ROUND to win the BOUT.

WINNING BY DECISION: The winner of the 3 ROUNDS in terms of punches landed and overall command of those rounds, wins by decision. A **JUDGE'S DECISION** will take place if both boxers go the full 3 ROUNDS.



DEFEAT

If your opponent knocks you out **3 times in a ROUND,** he wins the BOUT.

If your opponent knocks you down **4 times in a given FIGHT,** he wins the BOUT.

Your opponent wins by decision if he obtains a superior overall number of points from **KNOCKOUTS, TECHNICAL KNOCKOUTS, and DAMAGE** done to you.

If you cannot successfully get Foreman up from a knockdown, by repeatedly pressing the **Y** and **A buttons** (or **L and R triggers**), you lose the BOUT.

Note: Lose twice to the same boxer and the game will end.

REMATCH

If you lose a fight, you must fight the last opponent that you've beaten. If you lose that fight, the game is over. Try starting over and begin looking for a new trainer.

WINNING THE CHAMPIONSHIP BELT

You'll have to defeat all pretenders and contenders in three different professional boxing circuits to become the first champion to win the coveted Triple Crown of heavyweight boxing represented by the International Championship Belt.

WIN AGAINST ALL TOP-RANKED HEAVYWEIGHT CONTENDERS AND BE THE INDISPUTED HEAVYWEIGHT CHAMPION OF THE WORLD!

THE FOREMAN COMEBACK

George Foreman is flying high on the comeback trail! Pumped up and in shape, the Texan goliath of boxing is facing high-ranked contenders for the Heavyweight throne. In his brutal winning battle against Alex Stewart, Foreman proved the seriousness of his relentless drive toward the Title. He will not back down! Focused with the concentration of an experienced champion, it will be tough for any boxer to go the distance against George Foreman. You're calling the shots from ringside. You know you can win! With careful strategy, the right combinations, and the right moves, you can take on all contenders for the Heavyweight Championship Title. Your opponents are determined. They're younger fighters with sharp fighting technique, but George Foreman and you will bring them down for the count, one by one! The crowd is excited! The referee is ready. There's the bell.

NOTES

NOTES

LIMITED WARRANTY

Acclaim warrants to the original purchaser only of this Acclaim software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Acclaim software program is sold "as is," without express or implied warranty of any kind, and Acclaim is not liable for any losses of damages of any kind resulting from use of this program. Acclaim agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Acclaim software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the Super NES with respect to the receiver.
- Move the Super NES away from the receiver.
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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